3
4
3
Upstairs Alcove
Start Area
Copper 1: 1 Copper Treasure, 2 Conquest Tokens, 1 Curse
Copper 2: 2 Copper Treasures, 2 Conquest Tokens, 3 Curses
Copper 3: 1 Copper Treasure, 100 Gold each
Silver 1: 1 Silver Treasure, 3 Conquest Tokens, 1 Power Potion each
Silver 2: 2 Silver Treasures, 1 Conquest Token, 1 Curse
Silver 3: 1 Silver Treasure, 4 Conquest Tokens, 1 Curse
Area 1
Area 2
Area 3
Area 4
X
X
X
X
N

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Caverns of Madness

By Matt Kuzma

Important: When laying out the map in advance, do not place the Upper Alcove area. It is a hidden area. Instead, wait until the area is revealed by a hero taking the stairs up to it. When a hero does this, assemble the area and reveal it.

Scenario Background

All your life you've heard tales and rumors of the Caverns of Madness: darkness no torch can penetrate, monsters no man can kill, and deadly traps designed with a violent intelligence. The stories always come obliquely; a traveling merchant complaining about the ramblings of a villiage madman who babbles incessantly about the fabled Caverns. Rumors and legend is all you ever thought them to be, which is why it comes as such a surprise when the theif who now lies dead at your feet turns out to have a map among his personal possessions that leads to the entrance of the Caverns of Madness and details their layout! The map must be a fabrication -- or is it? There's only one way to find out!

Mission Goals

According to the inscriptions on the map, there is a terrible curse placed on the Caverns of Madness. Anyone who enters will die by the next full moon unless he defeats both of the cave's wardens. However, the life force of the wardens is bound to each other. Neither can be killed as long as the other still lives.

The heroes start the game with 5 conquest tokens. If they ever run out of conquest tokens, they will have been defeated, the last in a long line of heroes who have succumbed to the challenges of the caverns.

Start Area

A deep fissure in the face of mount Cragrbragm is said to contain the entrance to the caverns. After an hour of descending into the increasingly damp depths of the mountain you come upon a small, irregularly-shaped cave. To your surprise the cave contains an ancient and disused glyph of transport, which you activate immediately. Not a moment after you finish speaking the activation chant you realize your voice isn't the only one in this cave.

When the master golem in this area is defeated, the pool of water blocking the glyph and the copper treasure is drained. Remove the water tile from the board.

Upper Alcove

After climbing rough-hewn stairs so steep they require you to search for hand-holds, you come to a tiny pocket in the rock. Having left your torch below, you find it almost impossible to see your surroundings. You do feel the closeness of bodies in a confined space and you can barely make out beedy eyes in the darkness.

Area 1

The area beyond is little more than a small alcove or very short hallway. Aside from the glyph and what appears to be a simple altar carved into one wall, this area is disturbingly featureless.

When a hero first tries to open the door to Area 2 or steps onto the quest marker:

This door seems to be locked. On a nearby wall is a slot for a runekey. Examining it, you determine that it activates a mechanism that will open the door ahead while simultaneously closing the blue rune door you just came through. It also appears that once you insert a runkey into the slot, the mechanism will consume it and possibly even destroy it.

The door to Area 2 cannot be opened by the normal means. A hero who stands on the quest marker in this area may choose to open the door to Area 2 and close the blue rune door. When this happens, the heroes lose the blue rune key.

When the door to Area 2 is opened:

Activating the arcane mechanism, you hear a crash of metal thunder throughout the caves, followed by the slow rumbling of stone and the howls of far-off beasts. Immediately the floor beneath you begins to crumble and melt. You won't be safe here for long.

At the start of the overlords turn after the door to Area 2 has been opened, place a 2x1 lava tile in Area 1, adjacent to the blue door. At the start of the following overlord's turn, place another 2x1 lava tile in the rest of Area 1. At the same time, remove the Glyph in Area 1.

Important: If the Upper Alcove area has been revealed, place the blue runekey in it on the square where the copper treasure goes.

If the Upper Alcove area hasn't been revealed, place the blue runekey in it when (and if) it gets revealed. In this case, do not place the copper treasure that's supposed to be in that area.

Area 2

A pair of criss-crossing tubes lead to a series of doors in this area. Each tube has a switch recessed into the wall.

When a hero steps on the quest marker in the west hall (near the 1x1 tile of water):

You pull the unmarked lever recessed into the wall to discover it opens a pit beneath your feet! You land with a thud to discover you're not alone down here.

Replace the quest marker with a 2x1 pit tile. Position the tile so that it occupies the square where the quest marker was (and where a hero now stands) and the square marked with the red X. Place a Master Ferrox in the pit with the hero. This Master Ferrox was in the pit all along so he doesn't take falling damage. The hero is not so lucky; he takes 2 points of damage that ignore armor and his turn ends immediately.

When a hero steps on the quest marker in the south passage

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You pull a lever in the wall and the shape of the cave changes subtly.

Replace the 1x1 water tile in this area with a 2x1 pit tile such that the new pit tile occupies the square where the water was and the square marked with the yellow X. Also, place the boulder ramp shown sitting off the map onto the two white X's with the same orientation it currently has. Finally, replace this quest marker with a glyph of transport which activates immediately.

Area 3

As you open the door, a Master Naga immediately ensnares you. He spits at you: "My name is Treeethaw and I have been appointed to guard this unholy place. You have no hope of killing me!"

Treeethaw has the stats of a normal Master Naga, and he can be killed as normal, however he comes back to life at the beginning of the overlord's turn unless Grashnir (in Area 4) is also dead. When Treeethaw comes back to life, place him in the exact spot he originally occupied. If that's impossible (because a hero or obstacle is in the way, for example) then place him in the nearest possible position. If there are multiple equally-near positions, the overlord picks one. The hero that kills Treeeshaw doesn't get 50 gold unless he stays dead.

The Sorcerers in this area are normal except they have 4 additional wounds and Blast 1.

Area 4

As you open the door you are greeted by a large demon. The demon bellows: "I am Grashnir. Tremble as my pet Phobius and I destroy you!"

Grashnir has all the stats of a Master Demon except for his attack dice. He uses the attack dice of a regular Demon. He can be killed, however he comes back to life at the beginning of the overlord's turn unless Treeethaw (in Area 3) is also dead. When Grashnir comes back to life, place him in the exact spot he originally occupied. If that's impossible (because a hero or obstacle is in the way, for example) then place him in the nearest possible position. If there are multiple equally-near positions, the overlord picks one.

The Master Hellhound in this area is Phobius, Grashnir's fearsom pet. Phobius has all the stats of a Master Hellhound plus 3 additional Armor, 7 additional wounds, Fear 2, Burn, Knockback, and Quick Shot.

When Treeethaw comes back to life the first time:

To your horror, the huge corpse of a Naga slithers back to life. "Insolent fools" he hisses, "you have no hope of defeating me!"

When Grashnir comes back to life for the first time:

As the scattered ashes of the defeated Demon begin to blow away, they suddenly stop, hanging in mid-air for a moment before unburning and reforming into a living Demon! Grashnir huffs: "Fear me, pittiful worms!"

When both Grashnir and Treeethaw are dead at the start of an overlord's turn:

With both of the wardens dead, neither is capable of returning to life. The curse is probably lifted. The only way to know for sure is to wait for the next full moon.

The heroes receive 3 conquest tokens for defeating the wardens, if you're into that sort of thing.

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